In the Claims

Claims 1, 12, 23, 27, 28, 30, 39 and 49 are amended.

Claims 1-25 and 27-51 remain in the application and are listed below:

1. (Currently Amended) A software-implemented video rendering system comprising:

a video application configured to enable a user to combine multiple different video clips; and

a bitmap processor operatively coupled with the video application and configured to receive a first bitmap having a structure that can be used to render a first transition between video clips and automatically process the first bitmap to provide a different structure that provides a different transition between video clips, wherein the first bitmap does not comprise video clip content, and wherein the transitions are configured to enable one video clip to completely replace another video clip.

2. (Original) The software-implemented video rendering system of claim 1, wherein the bitmap processor is configured to process the first bitmap to provide a second bitmap that is different from the first bitmap, the second bitmap being configured to render the different transition.

3. (Original) The software-implemented video rendering system of claim 1, wherein the bitmap processor comprises multiple modules each of which being configured to operate upon the first bitmap to provide either or both of (1) a

different bitmap or (2) a transition that is different from the transition provided by the first bitmap.

4. (Previously Presented) The software-implemented video rendering system of claim 3, wherein one of the modules comprises a shrinking and stretching module that is configured to shrink or stretch, respectively, the first bitmap.

5. (Original) The software-implemented video rendering system of claim 3, wherein one of the modules comprises a replication module that is configured to replicate the first bitmap.

6. (Original) The software-implemented video rendering system of claim 3, wherein one of the modules comprises an offset module that is configured to provide a transition that is offset from a transition provided by the first bitmap.

7. (Original) The software-implemented video rendering system of claim 3, wherein one of the modules comprises a border module that is configured to provide a border in a transition defined by the first bitmap.

8. (Previously Presented) The software-implemented video rendering system of claim 3, wherein the one or more modules comprise modules selected from a group consisting of:

a shrinking and stretching module that is configured to shrink or stretch, respectively, the first bitmap;

a replication module that is configured to replicate the first bitmap;

an offset module that is configured to provide a transition that is offset from a transition provided by the first bitmap; and

a border module that is configured to provide a border in a transition defined by the first bitmap.

9. (Original) The software-implemented video rendering system of claim 1, wherein the bitmap processor is configured to receive one or more parameters provided by a user and use those parameters to process the first bitmap.

10. (Original) The software-implemented video rendering system of claim 9, wherein the bitmap processor is configured to use the one or more parameters to change the structure of the first bitmap.

11. (Original) Computer-readable media having software code that implements the video rendering system of claim 1.

12. (Currently Amended) A method of displaying a video comprising:

selecting a bitmap having a structure that defines a first transition that can be used to transition between video clips;

operating upon the bitmap to provide a second structure that provides a second transition that is different from the first transition by using one or more parameters that are provided by a user, the parameters being used to operate upon the bitmap; and

effecting the second transition between video clips, wherein said effecting comprises completely replacing one video clip with another video clip.

13. (Original) The method of claim 12, wherein said operating comprises providing a second bitmap that is different from the first-mentioned bitmap.

14. (Original) The method of claim 12, wherein said operating comprises stretching the first-mentioned bitmap.

15. (Original) The method of claim 12, wherein said operating comprises shrinking the first-mentioned bitmap.

16. (Original) The method of claim 12, wherein said operating comprises at least one of stretching and shrinking the first-mentioned bitmap.

17. (Original) The method of claim 12, wherein said operating comprises replicating the first-mentioned bitmap.

18. (Original) The method of claim 12, wherein said operating comprises offsetting the first-mentioned bitmap.

19. (Original) The method of claim 12, wherein said operating comprises providing a border that is used in connection with the first-mentioned bitmap to effect the second transition.

20. (Original) The method of claim 12, wherein said operating comprises one or more of:

stretching the first-mentioned bitmap;

shrinking the first-mentioned bitmap;

replicating the first-mentioned bitmap;

offsetting the first-mentioned bitmap; and

providing a border that is used in connection with the first-mentioned bitmap to effect the second transition.

21. (Previously Presented) A video application embodied on a computer-readable medium that is programmed to implement the method of claim 12.

22. (Original) One or more computer-readable media having computer-readable instructions thereon which, when executed by a computer, implement the method of claim 12.

23. (Currently Amended) A method of displaying a multi-media editing project comprising:

receiving one or more parameters from a user, the parameters being associated with a multi-media editing project and relating to a transition that can be applied between two video clips in the project;

selecting a bitmap <u>having a structure</u> that defines a first transition that can be used to transition between the video clips;

operating upon the bitmap to provide a different structure that defines a second transition that is different from the first transition by using the one or more parameters; and

effecting the second transition between video clips, wherein said effecting comprises completely replacing one video clip with another video clip.

24. (Original) The method of claim 23, wherein said operating comprises providing a second bitmap that is different from the first-mentioned bitmap.

25. (Original) The method of claim 23, wherein said operating comprises one or more of: stretching the first-mentioned bitmap, shrinking the first-mentioned bitmap, replicating the first-mentioned bitmap, offsetting the first-mentioned bitmap, and providing a border that is used in connection with the first-mentioned bitmap to effect the second transition.

26. (Canceled).

27. (Currently Amended) One or more computer-readable media having computer-readable instructions thereon which, when executed by a computer, cause the computer to:

select a first bitmap having a structure that defines a transition that can be applied between two video clips in a video editing project;

operate upon the first bitmap to provide a second bitmap having a second structure that is different from the structure of the first bitmap by using one or

more parameters that are provided by a user, the first bitmap being operated upon by operations comprising one or more of the following operations: stretching, shrinking, replicating, and offsetting; and

use the second bitmap in a transition between at least two videos, wherein said transition completely replaces one video with another video.

28. (Currently Amended) A software-implemented method of displaying a multi-media editing project comprising:

providing a user interface (UI) through which a user can enter one or more parameters that can be used to manipulate a bitmap-defined transition;

receiving one or more parameters that are entered by a user via the UI;

selecting a first bitmap having a structure that defines a transition and is associated with the one or more parameters entered by the user;

automatically operating upon the first bitmap to provide a second bitmap having a different structure that defines a transition that is different from the transition defined by the first bitmap by using the one or more parameters that are provided by a user, said operating comprising performing one or more of the following operations on the first bitmap: stretching, shrinking, replicating, and offsetting; and

using the second bitmap in a transition between at least two videos, wherein said transition completely replaces one video with another video.

29. (Previously Presented) A multi-media project editing application embodied on a computer readable medium programmed to implement the method of claim 28.

30. (Currently Amended) A multi-media project editing system comprising:

a software implemented bitmap processor configured for use in connection with a multi-media editing application to effect a transition between different videos, the bitmap processor being configured to:

receive one or more parameters from a user;

select a first bitmap having a structure that defines a first transition between two videos;

operate upon the first bitmap in accordance with the one or more parameters to provide a different structure that defines a second transition that is different from the first transition; and

apply the second transition between two videos, wherein said second transition completely replaces one video with another video.

31. (Original) The multi-media project editing system of claim 30, wherein the bitmap processor operates upon the first bitmap to provide a second bitmap that defines the second transition.

32. (Original) The multi-media project editing system of claim 31, wherein the bitmap processor is configured to rescale the second bitmap so that it contains a predetermined number of gray scale values.

33. (Original) The multi-media project editing system of claim 31, wherein the bitmap processor can operate upon the first bitmap by stretching the first bitmap.

34. (Original) The multi-media project editing system of claim 31, wherein the bitmap processor can operate upon the first bitmap by shrinking the first bitmap.

35. (Original) The multi-media project editing system of claim 31, wherein the bitmap processor can operate upon the first bitmap by stretching or shrinking the first bitmap.

36. (Original) The multi-media project editing system of claim 31, wherein the bitmap processor can operate upon the first bitmap by replicating the first bitmap.

37. (Original) The multi-media project editing system of claim 31, wherein the bitmap processor can operate upon the first bitmap by offsetting the first bitmap.

38. (Original) The multi-media project editing system of claim 30, wherein the bitmap processor can operate upon the first bitmap to provide a border within a transition that is defined by the first bitmap.

39. (Currently Amended) A method of displaying a multi-media editing project comprising:

selecting a first bitmap having a structure comprising multiple pixels, each pixel being capable of having one of a number of predetermined of gray scale values, the first bitmap defining a transition between two videos in a multi-media editing project;

operating upon the selected first bitmap to provide a second bitmap having a second structure that is different from the first bitmap by using one or more parameters that are provided by a user, the second bit map defining a different transition;

rescaling the second bitmap to ensure that pixels of the second bit map have, collectively, all of the predetermined gray scale values; and

using the second bitmap in a transition between at least two videos, wherein said transition completely replaces one video with another video.

40. (Original) The method of claim 39 further comprising receiving one or more parameters specified by a user.

41. (Original) The method of claim 39, wherein said operating comprises stretching the selected bitmap.

42. (Original) The method of claim 39, wherein said operating comprises shrinking the selected bitmap.

43. (Original) The method of claim 39, wherein said operating comprises at least one of stretcbing or shrinking the selected bitmap.

44. (Original) The method of claim 39, wherein said operating comprises replicating the selected bitmap.

45. (Original) The method of claim 39, wherein said operating comprises offsetting the selected bitmap.

46. (Original) The method of claim 39, wherein said operating comprises one or more of: stretching the selected bitmap, shrinking the selected bitmap, replicating the selected bitmap, and offsetting the selected bitmap.

47. (Previously Presented) A multi-media project editing application embodied on a computer readable medium and programmed to implement the method of claim 39.

48. (Original) One or more computer-readable media having computer-readable instructions thereon which, when executed by a computer, implement the method of claim 39.

49. (Currently Amended) A method of displaying a multi-media editing project comprising:

receiving one or more parameters from a user, the parameters being associated with a multi-media editing project and relating to a transition that can be applied between two video clips in the project;

selecting a bitmap having a structure that defines a first transition that can be used to transition between the video clips;

operating upon the bitmap to provide a different structure defining a second transition that is different from the first transition by using the one or more parameters; and

effecting the second transition between video clips,

wherein said receiving comprises receiving parameters that define a range that, in turn, defines a border thickness of a border that is used in connection with the first-mentioned bitmap to effect the second transition, wherein said second transition completely replaces one video with another video.

50. (Previously Presented) The method of claim 49, wherein said operating comprises providing a second bitmap that is different from the first-mentioned bitmap.

51. (Previously Presented) The method of claim 49, wherein said operating comprises one or more of: stretching the first-mentioned bitmap, shrinking the first-mentioned bitmap, replicating the first-mentioned bitmap, offsetting the first-mentioned bitmap, and providing a border that is used in connection with the first-mentioned bitmap to effect the second transition.